

Qld's Leading Computer User Group Newsletter

# CURSOR

COMMODORE  
COMPUTER  
USERS  
GROUP  
QLD Inc.

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Amiga //  
✓ C64-128



CCUGO  
THE  
GROWTH  
GROUP

**Next Meeting - Tuesday 3rd November**  
**Bardon Professional Development Centre**  
**Libraries & Sales 7pm**  
**Meeting & Demonstration (promptly) 8pm**  
**Visitors Welcome**





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The BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

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**This rate is for camera-ready A-5 pages.**

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**Would all members endeavour to give the tear-off application form on the rear of this issue to a non-member.**

## MAIN MEETING

**The next meeting will be held on**  
**Tuesday 3rd November at 7pm**  
**Bardon Professional Development Ctre.**  
**390 Simpsons Road**  
**BARDON**

*Entrance via the Centre's Carpark in Carwoola Street. (ample parking available) Parking is not permitted in the Centre's grounds.*

## WORKSHOP MEETING

**The next workshop meeting will be held**  
**on 8th November (12 - 4pm)**  
**Ithaca R.S.L. Hall**  
**Cnr Nash & Elizabeth Streets**  
**ROSALIE**

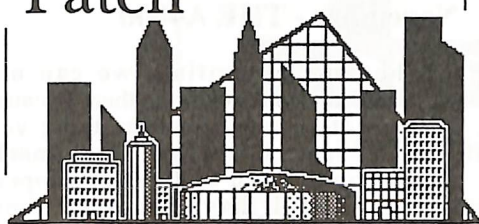
*Workshops are for members so bring card or join at door. Bring your own equipment, help available for beginners. Free PD Copying and Disk and accessory sales.*

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# President's Patch



For a few days I thought we were actually going to have an A4000 at our October meeting. Commodore offered these new machines to developers at an attractive price. At least three members were in this category and they were told to expect their A4000 in the week before the night of 6 October. Unfortunately, they did not arrive and delivery was said to be delayed for two weeks. That is still a week from the day I am writing this, but there is a VERY good chance that there will be a 256 colour workbench screen running on an Amiga with a 68040 cpu at the 3 November at Bardon - be there!

The arrival of the new AGA chip set, so long just a subject of leaks and rumours, poses important questions to those of us who have had a 7 MHz 68000 powered Amiga (plain A500 and A2000 boxes) for a few years. Almost immediately you will see the A3000 become cheaper, probably to \$1,999 or less. You will have wanted a faster A500 for ages, and you know that you can not afford the price of at least \$4,000 that will be asked for the A4000, but should you take the plunge on that once strongly-desired A3000? Probably not.

The reason is that the A3000 does not, and never will be able to be upgraded to have, the new AGA chip set with "24-bit" colour - this means colour selectors, such as in paint programs, will let you choose a setting from 0-255 for each of red, blue and green, totalling  $256 \times 256 \times 256 = 16,777,216$  different colours to choose

from, and the AGA allows every resolution to have up to 8 bit-planes meaning 256 different colours on screen at once without counting the new HAM mode which will allow 262,144 colours at once. New software will come out soon to use these graphics and your A3000 will not be able to take advantage of it. BUT THE SAME AGA CHIPSET AS IN THE A4000 WILL CERTAINLY BE AVAILABLE ON A CHEAPER COMPUTER. It might be called the A2200 and could have a 68020 cpu, probably not clocked all that fast (14MHz?), at a price around \$1500-2000 like the A2000 which itself will disappear. The frustration is that we do not know WHEN this A2200 will be released. It would have been better marketing if Commodore had released a range of new machines at once and let us decide at which price point we wanted to buy. Instead, there are going to be a few disappointed people who will realise that they would rather have bought an A2200 than either the A600 or A3000 they might otherwise buy before Xmas this year.

While giving out advice, but I expect you already realise it, A500 owners without a hard drive should now NOT buy an A500-compatible hard-drive. The old Commodore A590 20MB drive has disappeared and the cheapest 52MB drives seem to be around \$800. Yet you could buy a 40MB hard drive in a new A600 for that money. If you already have an A590 20MB hard drive, but still only have Workbench 1.3 and 512K chip ram and you were thinking about upgrading to Workbench 2.05, then you could buy an A600 with Workbench 2.05, 2MB chip ram and a 40MB hard drive for just \$200 more, if you could get someone to pay \$600 for your old A500/A590 (I have assumed \$800 for the A600/40MB plus \$150 for the extra 1MB ram and allowing for the \$150 you would otherwise have spent on WB2.05 for the old A500).

I was warned that as President I would get a lot of 'phone calls. Well, there have hardly been any and I would actually like a few more, at least from members who want

to DO something. The last two Cursors have asked for volunteers for the December "Mega-Games-Demo" and I have had only two responses. I also wanted people to take part in the planned "Word-Processor-Play-Off" and I have had zero response. The games night could be a lot of fun if enough people want to join in and play their favourite game for five minutes each. As for this month, the word-processor bit may be postponed if we have an A4000 to play with. But please let me know if you are an experienced owner and user of the latest versions of Wordworth, Pro Write, ProText, Excellence, Kindwords, Quickwrite, Transwrite or Final Copy. All you need do is tell us what are the things it does well, and what it can not do. If there is time, you could demonstrate how you would use it to, say, prepare a two-column page with a piece of clip art at the top of the second column and show us a piece of its printer output. Now the time from when you get this Cursor to the meeting is about one week - but how about joining in and giving it a go?

Many members will remember Ralph de Vries who was our Newsletter Editor for eight years. Ralph moved to the PC world a couple of years ago and has now started the Brisbane Windows Users Group. If you want to talk with other Windoze 3.1 users and see demonstrations of Windoze software then the group meets at the Ithaca RSL hall (our workshop spot) on the third Thursday of each month at 7pm. Best of luck Ralph.

*Phil Guerney*

**STOP PRESS: All United Computers Stores with exception of the Gold Coast have gone into provisional liquidation. The Head Office phone was not answering on 23 October, but I am reliably informed that the effective date was 16th October and that there may be a possibility of trading out of it. The feasibility of this should be known early next week. Ed.**

## MAIN MEETING TOPICS

### November - THE A4000

At the time of writing, we can not guarantee the A4000 will be there because I have not actually seen the thing yet. However I am told that some are definitely in the country and that the developers among us will have received their machines any day now. Check the usual Courier-Mail ad - it will say if the A4000 will be on show.

**On standby** - the promised Word Processor Play-Off. Several new word processors have been released which take advantage of the Amiga and good, but recently much cheaper, high-resolution dot-matrix, bubble-jet and even laser printers. Come and see new packages like the latest versions of Wordworth, Kind Words 3, Excellence, Pro Text and Final Copy. **URGENT: IF YOU OWN AND USE ANY OF THESE** (or other new word processor) please consider bringing the discs and manuals to the meeting with a copy of their output on your printer and some opinions on what it does well and what it does not do well.

### December - Games and Entertainment Mega-Demo for Xmas.

Join in with our volunteers expertly demonstrating the ten best games and other diversionary programs of 1992. Make that Xmas gift purchase for the kids without feeling like you've probably wasted the money. Even if you never play games (is there really anyone?) sit back and admire the skills of the programmers, artists and sound people who put these things together. **[NOTE: VOLUNTEERS WANTED! Ring Phil Guerney]**





### **Terminal Velocity Software**

PO Box 405 Kenmore Brisbane QLD 4069

Phone: (07) 374 2232 Fax: (07) 202 6611

### **November Specials**

Quantum hard disk drives at super-low prices as advertised in the Australian Commodore and Amiga Review! All drives are covered by Quantum's **two year warranty** and feature MTBF specifications as high as 250,000 hours.

Quantum 52Mb SCSI Low Profile (1") Drive.....**\$389.00**

Quantum 105Mb SCSI Low Profile (1") Drive.....**\$589.00**

Quantum 170Mb SCSI Low Profile (1") Drive.....**\$699.00**

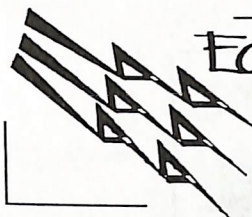
Quantum 240Mb SCSI Low Profile (1") Drive.....**\$1149.00**

\* These prices apply only while stocks last, so be quick!!!

\* Also available are internal SCSI cables with 2 connectors for daisy-chaining of dual SCSI devices for \$20.00.

\* Call for information on trade-ins of existing drives.





## Equation for 1993

We welcome suggestions for main meeting themes. A list for February to April will appear in your February 1993 Cursor so you have until late January for ideas and notice of particular opportunities. Some possibilities include:

Programming with the new language packages coming out for the Amiga: AMOS is already available in the Easy AMOS reincarnation, which has one of the best debugging modes I have ever seen for any language; promised soon is AMOS Professional; and there is also Hisoft Pascal which is supposed to be Turbo Pascal compatible - but I do not know if this means compatible with the recent (Version 6) object-oriented TP for MS-DOS and Windows, or they mean compatible with the original versions such as ran under CP/M on a C128! Please, if any one has Hisoft Pascal, or even has seen a review of it, please let me (PG) know.

Presentation/Demonstration/Multimedia Packages. The Amiga is marvellous for developing interactive information terminals, tutorial software and so on that can be done efficiently with software like The Director, Can Do, Scala, Amiga Vision and Hyperbook. It would be interesting to hear from a practitioner in this area on how to go about it and some results.

Colour printers. A natural add-on to the Amiga, they can be cheap or very expensive. Let see some in action.

More on music and MIDI - with more time than in October, and with a true expert, we will see how a sequencer package can work along with a music synthesiser/keyboard on the end of a MIDI connection to the Amiga.



## AMIGA REPORT

Well the October meeting was another night to remember it turned into a double feature.

Thanks to Gavin Doak for bringing along his new treasure "OPAL VISION". Gavin after suffering the usual gremlins prone to appear to anybody giving a demonstration, (he later discovered a lead was responsible) gave members a very informative live demonstration of this latest magical graphics manipulation via hardware and software.

The high definition coupled with projection onto the large screen via the video projector at Bardon Professional Centre, really brought his images to larger than life.

Thank you Gavin for sharing "OPAL VISION" with us.

If our president had been pulled over by the police they would have suspected he had done a break-and-enter due to his car being full of electronic equipment.

But Phil was only bringing his own gear from home to demonstrate the MIDI operation on an Amiga.

Phil inherited Gavin's gremlins but eventually layed them to rest and gave a very impressive demonstration. Great interest was shown in the program Phil had written in AMOS to utilise his Roland E-35. In fact it was so popular Phil has written an article this issue on programming MIDI.

*Peter Hughes*



# Watermarks

by

Danny Parker

The other night during a University lecture, I had the (mis)fortune to use "PageMaker 4.2", one of the better Desk Top Publishing Programmes for the Mac. While it did have its merits and included a few more options than PageStream, I still prefer the Amiga programme due to its uncluttered interface and ease of use.

While most of the procedures demonstrated to us could be accomplished using PageStream, we seem to have missed out on two very interesting options. The first is the ability to be able to easily wrap and shape text around curves and inside polygons. If anyone has found an answer to this using PageStream, I'd be very interested to hear from them.

The other procedure was the ability to insert watermarks onto a printed page. For those who do not know what I mean by this, a watermark is a very faint image which can be used as a background on items such as certificates, legal documents, general reports and even signs. (I am a teacher and now use a scanned image of the school's emblem as a watermark on certificates given to my students). Watermarks are also used on our \$10, \$20, \$50 and \$100 notes, however the type I am talking about don't have to be held up to the light to be seen!

After witnessing this marvel on the Mac, my first reaction was "Gee, I wish I could do that!" PageMaker makes it very easy to insert a watermark into your document because all of the tools are "at your fingertips". After much experimentation, I

have since discovered that the insertion of watermarks is possible using the Amiga, however we have to go about it in a slightly more difficult manner.

Below, I have set out the steps that I use. If anyone can suggest an easier method, let us know. I'm sure there's a lot of people out here who would be very interested.

1. Select a suitable design for your watermark. As I have already mentioned, this may be a school emblem, your company's logo or even a motto. Basically, any piece of black and white IFF clip art will suffice. Naturally, the clip you use will be determined by what you want to produce and who you will produce it for. I used a hand-scanner to capture my school's emblem off a letter head. If you don't own a hand scanner, look for an appropriate piece of clip art (The Club has stacks of disks in their PD collection full of clip art) or if your an artist, you may be able to produce your own using Deluxe Paint (or similar programme).

Don't go overboard with your design. Watermarks should not be "frilly" or intricate. Remember: the simpler the better. A watermark is only a background image and while adding interest to the page, it should in no way detract from the main part of the document or message.

2. Once you've scanned, produced or found an appropriate black and white image, load it into Deluxe Paint (or similar programme). The idea is to turn this black and white image into a pale grey and white image. If you have Deluxe Paint IV, use this procedure:

- i. Load the image of the watermark.
- ii. For some reason (unknown to me), you need at least eight colours in your palette. If you only have two (black and white) after loading your image, use the "Screen Format" requestor in the "Picture Menu" to increase the number of colours available.
- iii. Once you have a palette of at least eight colours, use the right mouse



button and click on the colour indicator gadget above the Palette (the gadget that distinguishes between the background and foreground colour). The Colour Mixer showing all available colours should come up along the bottom of the screen.

iv. Click on the first black gadget and alter the colour of it by using the RGB sliders. Each slide should read a value of 14 (If you want a darker watermark, make each slider read 13 e.t.c., however, I find that the lightest tone gives the best results.). Once you have adjusted all of these sliders, the image on the screen should be a very pale grey.

v. Get rid of the Colour Mixer by clicking on the "OK" gadget.

vi. Save your altered image.

vii. As a test, you can print the image out now from Deluxe Paint if you like. It should print out very lightly.

3. Now save your image as an IFF file.

4. Load "PageStream" and select "New" from the "File" Menu. Before trying to import the watermark, create a certificate or something similar.

5. Once you have created the document, it is time to import the watermark.

6. Select "Import - Graphics" from the File Menu.

7. Choose "Object" from the "Choose Type" Requester. If you do this, you can size the image as you import it (Hint: If you hold down the Shift Key while sizing, the image keeps its dimensions).

8. Don't be alarmed if you can only see the sizing handles of the watermark once it is imported. I'm not sure why, but on mine system, I can't see the actual image of the watermark on the "PageStream" screen (Any suggestions would be appreciated...). I just lay the sizing handles of the watermark over the rest of the page design and position them appropriately.

9. Print it (and cross your fingers). The page you designed should print out in

black with the watermark very light in the background.

The name of the game is Experimentation. It took me a while to get it just how I wanted it. Try printing out a watermark from within PageStream before you go ahead and design a page. That way, you will know if everything is working.

I'm sure you will be happy with the results. I was stunned when I printed out my first certificate. The perserverance was really worth the effort. I have produced watermarked images on a Canon bubble-jet printer (BJ-300) and an Epson 24 pin printer (LQ-400). Naturally, the bubble-jet printer does produce better printouts.

If you try the above procedure, bring along your attempts to the Main Meeting. It will give everyone else ideas on how they can improve their D.T.P.

If you have a questions about the above procedure, feel free to ask me at the Main Meeting or leave me a message in the Club's B.B.S. If I don't know the answer, I'll make one up!!!

Happy DTPing,

Dan. \_\_\_\_\_

Thanks Danny for an interesting article, I tried the technique with great success and also found out that by utilising one of the palette colours in Pagestream that I do not use (such as red) for the "watermark" that it allows you to edit the palette say to a "grey 11 %".

To make it easy to line the object up with surrounding text the colour can be changed and then prior to printing changed back to "grey".

I feel that many others will use this idea in their DTP in the future.

In actual fact by using two colours in making I was able to have a watermark of differing densities.

Ed.







# CINEMORPH

## DEBUTS AT PASADENA

In a surprise move, GVP has released a previously unannounced morphing package. Called CineMorph, this impressive software system brings the features of a high-end commercial morphing system to the Amiga, giving any user the ability to warp single images, morph between two or more images, and even create sequences of full motion morphs.

CineMorph features include exceptionally fast rendering that can be fully automated to save you time. You can preview results within CineMorph or render directly to Amiga formats, HAM-E, DCTV and 24-bit IFF with controls provided directly in CineMorph. The system also supports full 24-bit output for professional needs on framebuffers such as the IV24.

Using the industry standard dual window interface, CineMorph takes this one step further by making these windows fully intuition based to allow images to be shown and morphed in their correct aspect ratio. These same windows can also be enlarged for precise editing. CineMorph follows Amiga style conventions in all areas and uses logical and easy to understand controls for it's entire operation.

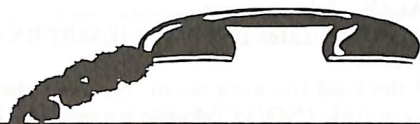
Computer and video artists will appreciate the many professional capabilities of CineMorph. Some of these features include the ability to warp images for comic effect, merge similar scenes for film or video to eliminate bad edits, and create full motion morph sequences for cinematic or video effects using CineMorph's unmatched controls for automating the creation of full motion sequences.

### AMIGA HELP! COLUMN

This is the HELP! column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor.

| NAME:             | HELP OFFERED WITH:                  | PHONE NO:     |
|-------------------|-------------------------------------|---------------|
| Richard Carde     | BBS GURU, Programming               | 3006315       |
| Bob Devries       | OS9 Operating System                | 372 7816      |
| Robert Googe      | Video & Audio Digitising            | 288 8863      |
| Steve Hovelroud   | Audio Digitising, Amos              | 298 5128      |
| Jason Marianoff   | RAM expansion, Hardware Mods        | 395 6738      |
| Paul O'Brien      | Amateur Radio Communication         | 397 4102      |
| Brendan Pratt     | Modems, Telecommunications, Sidecar | (075) 463 317 |
| Grant Robinson    | AmigaBasic                          | 359 4315      |
| John Van Staveren | Easy Ledgers Accounting Program     | 372 3651      |
|                   | Superbase Personal                  |               |
| Mike Williams     | AmigaBasic (Beginners), Sound       | 209 9084      |
| Rod Williams      | Monitors & Video Interfacing        | 263 8990      |

These are private numbers so only ring between the hours of 6pm and 9pm week nights.



## **B.B.S. NEWS** **From The Sysop** **Richard Carde**

I've been the sysop of our BBS for about 9 months and long time users will have noticed the changes that have taken place while I have been in control. I guess it's time I started a regular column in Cursor where all members can find out what's new on the BBS. From now on, I hope to write a little bit about what's new on the BBS. First, some background information.

The major change has been upgrading from Paragon to StarNet (some might not look at it as an upgrade). There sure have been some problems, but everything finally looks stable. In the long term, this has been the better choice. We have Netcomm M5 modem capable of doing 300 - 9600 baud on line #1 300 6357 and a Netcomm 1234 automodem capable of doing 300 -2400 baud on line #2 300 6356. I ask all users to try LINE #2 FIRST if you are calling at 2400 or lower, to allow the high speed callers to get on Line #1.

We are now connected to two international networks, AMIGANET and FIDONET. This is now possible under the new software. The two networks offer a variety of C64/128, Amiga and general interest echo conferences where members can read and write messages which are distributed throughout Australia and the world (at the cost of one or two 25 cent phone calls per day). Another network which we have READ ONLY access to is UseNet - this is a network which is VERY wide spread and most universities and large institutions have access, including Commodore in the US. These areas contain information which you may not hear anywhere else, including information directly from Commodore Engineers. Some areas can have upto 100 messages arrive per day.

The following is a list of the various areas that are available and a description of what they are about (where possible).

**General (local) Message Areas:**  
(messages in these areas remain on our BBS)

- 1 General Chat
- 2 Members Private Messages
- 3 E-Mail
- 4 Amiga General
- 5 C64/128 Area
- 6 Club Corner
- 7 Cursor Control Centre
- 8 Programmers Sanitarium
- 9 PD Requests
- 10 Netmail
- 11 AmigaNet Netmail

**FIDONET Areas:**  
(messages in these areas are PUBLIC and spread to ALL FidoNet BBS's in the world)

- 100 Amiga Australian

- 101 Amiga Developers
- 102 Amiga Video
- 103 Trapdoor
- 105 Qld Amiga
- 106 Netcomm Support
- 107 Penpal
- 108 GT\_NET Science
- 109 Aust BBS Project
- 110 Australian Trading
- 111 Space
- 112 ADS Chat
- 113 Maestro Support
- 114 Australian Modem
- 115 Australian Telecom
- 116 Phoenix

**AMIGANET Areas:**  
(messages in these areas are PUBLIC and spread to ALL AmigaNet systems in the world)

- 50 Oz Animation
- 51 Aust UseGroup
- 52 E-MAIL
- 53 AmigaNet NEWS
- 54 AmigaNet Hardware
- 55 Games Discussions
- 56 AmigaNet Questions
- 57 GPFax Discussions
- 58 Amiga Basic
- 59 AMI MAIL
- 60 TREKKY
- 61 AmigaNet
- 62 AMIGANET INFO
- 63 ADS\_ANNOUCE
- 64 Software Discussions
- 65 Program Discussions
- 66 TRICK\_AMY
- 67 PD Software Info
- 68 Intl AmigaNet Chat
- 69 Australian AmigaNet



## USENET Areas:

(Read only - VERY useful information here from all over the world, including Commodore staff)

- 20 comp.sys.amiga.introduction
- 21 comp.sys.amiga.hardware
- 22 comp.sys.amiga.applications
- 23 comp.sys.amiga.datacomm
- 24 comp.sys.amiga.graphics
- 25 comp.sys.amiga.programmer
- 26 comp.unix.amiga
- 27 alt.sources.amiga
- 28 alt.sys.amiga.demos
- 29 comp.sys.amiga.multimedia
- 30 rec.arts.
- 31 comp.sys.amiga.announce

All these areas are automatically available to MEMBERS of the club, once their access is approved.

The system also has a number of files online. I wont list all the files, but will list the areas and what sort of files can be found there. A full list of files is updated at midnight every night and is called BBSFILES.LZH from file area 1.

- 1 - Users bits and Pieces
- 2 M Amiga Communications
- 3 M Amiga Compression
- 4 M Amiga Disk Utilities
- 5 M Amiga Games
- 6 M Amiga Graphics
- 7 M Amiga Sound
- 8 M Amiga Utilities
- 9 - Amiga Virus Cures
- 10 - Amiga Demos
- 11 M Fish Disks
- 12 - 64/128 Files (offline)
- 13 M Programmers Corner
- 14 M Cursor Drop Zone
- 15 M WB 2.0 Files
- 16 M Pictorial
- 17 M Amos Files
- 18 - Beginners Files
- 20 M SoundTracker Mods
- 23 M swap area
- 50 - PAGESTREAM SUPPORT

## NOTES:

1 '-' in the middle indicated GENERAL

ACCESS by anyone.

2 'M' indicates that only MEMBERS have access

3 the C64 file area is empty, since there is very little (NO!) C64 activity on the BBS.

The files are mostly maintained by Bryan Collins and Mark Tognella - I dont look in there much.

Other areas of the BBS include the DOORS area which has a menu similar to the following:

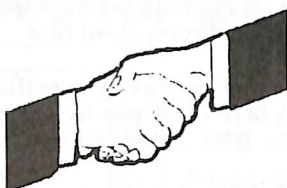
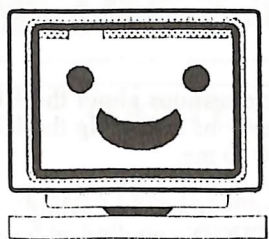
- 1) FishFood - Fish Disk Searching System (disks 1-750)
- 2) Global War
- 3) Space Empire v1.7
- 4) Space Empire v1.7a (NO Terminate Leader!)
- 5) MESSAGE DOWNLOADING (select #6 if this is in use)
- 6) MESSAGE DOWNLOADING (select #5 if this is in use)
- 7) Trade Wars
- 8) PACK .QWK MESSAGE FILES

The DOORS are a method or allowing me to run EXTERNAL programs. Each program has it's own instructions inside.

This is where we can play games and also allow users to pack up messages into a big text file and read them offline. This keeps the phone line free for other callers.

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The best way to learn how to use the BBS is to experiment and play with different features. I dont have a real manual for StarNet yet, and dont know about some features. The only thing I dont want users to do is use the internal downloading program, but you MUST go through the doors. If you dont intend to use the



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message downloading facility, then play with the system as much as you like.

One problem which people probably dont know about, with regards to the message downloading, is that you **MUST** download your messages before midnight. Any files in the outgoing directory are killed at midnight to save file space!! Otherwise, you will get a 'FILE NOT FOUND' error when trying to download files.

That's probably enough for now. Anyone having specific questions about the BBS can leave a message on the BBS to SYSOP or, if you have questions regarding the BBS and you dont currently have access to the BBS, either call or write to me.

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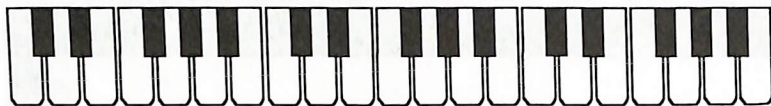
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# PROGRAMMING MIDI



by

Phil Guernsey

A MIDI interface connects to your computer's serial port and it is a very small and simple bit of electronics for which construction projects have been described in several magazines. Commercial boxes available at Brisbane computer shops were all above \$100, but I bought mine for half that price by a 'phone call to a Victorian advertiser in the Australian Commodore & Amiga Review magazine. You will also need two standard audio DIN cables to connect the OUT port on your MIDI interface to the synthesiser's IN port and vice versa. Turn everything off, connect them up, turn on the synthesiser and then the computer.

Before you go too much further, there is one thing to check up on - what MIDI channel you should use to communicate with your synthesiser. In theory, you can connect up 16 MIDI devices in a daisy chain and send commands to any one by having them all listen on a different channel.

A good quick test to see whether everything is working is to run a little program like MidiKeyboard (PD by Juergen Zimmermann) which opens a large window showing a piano keyboard and which plays the corresponding notes on the synthesiser as you click on the screen keys with your mouse (this program allows easy selection of the MIDI channel but there is another MidiKeyboard PD program that opens a long thin window - if you have that one, it may take you a while to find that the way to bring up a requester to change MIDI channel is to DOUBLE-CLICK the menu (right) mouse button - very non-standard).

Getting started with writing my own program which sent out commands that the MIDI keyboard understood was not easy.

However, it was fairly simple to listen to what the keyboard was sending to the Amiga. Just a terminal program (as used with a modem) would do. Configured to listen at 31250 bps (which is the relatively fast rate that MIDI sends data through serial port connections), the terminal program filled the screen with all sorts of garbage as the synthesiser was played. Would sending this data back down the serial port play back the same notes? No, a terminal program was no way to send down a series of specific bytes.

Again, it was easier to first write a program which listened to the synthesiser. Consider the following short AMOS program.

**Serial Open 1,0: Serial Fast 1  
Serial Speed 1,31250  
Repeat**

**Repeat**

**A=Serial Get(1)**

**Until A<>\$FE and A<>\$F8 and  
A<>-1**

**Print Hex\$(A)**

**Until False**

The first two lines open "channel 1" as a serial line to the Amiga's first serial port (numbered from 0), lets AMOS know that Channel 1 will be used at a high speed such as MIDI (it cuts out a lot of internal checking to speed the transfer), then sets the speed for channel 1 at 31250 baud rate. The program then goes into a loop and waits for data coming from the synthesiser then prints it as a hexadecimal number on the screen. I found that if you never pressed any keys, you still got a stream \$FE and \$F8 and \$FFFFFFF (the latter being equivalent to -1) bytes coming down the line so these had to be screened out by

the "Until" line. The MIDI handbook that came with the synthesiser says that a \$FE byte is always sent every 0.3 seconds (called "active sensing") and the \$F8 byte is the "timing clock" byte and is also always sent.

When you get around to actually pressing a synthesiser key you see three bytes on the screen, and when you let the key up again, another three bytes appear. The first of the three bytes in each case is \$93 which means that a note has been played (the \$9x part) on MIDI channel 4 (the \$x3 part - MIDI channels 1-16 appear as 0-15 (\$0-\$F) in commands). Then comes a byte from \$00 to \$F7 (0 to 127) for the number of the note (pitch) and finally a number from \$00-\$F7 (0-127) showing how hard you hit the key (the Roland E-35 has a velocity sensitive keyboard). The three bytes you see on lifting your finger off the key are the same except that the third is always \$00.

AMOS has two ways of sending data out the serial port. The "Serial Send string\$" command sends the text string in the variable t\$. The other one is "Serial Out channel, address, length" which sends data in memory from a given memory address and onwards for a count of length bytes. The latter sounded the most likely, but how do you place the data in a known area of memory on a multi-tasking machine in which the POKE command can lead to disaster? One answer is that AMOS will tell you the address in memory where a variable is stored with the command "Varptr (variable)". But AMOS stores all integer variables (and all variables in AMOS are integer, not real unless specified otherwise with a # suffix) as four bytes, and we only want one byte (the last) to go down the line. So the actual address of the byte we want to send is at "Varptr(variable)+3".

To send a whole series of bytes, and some MIDI commands required up to 7 or more bytes to be sent, I declared a global array A(10), assigned the required bytes to each of A(0), A(1), A(2) and so on, then called

the following procedure to send N (up to 10) bytes down the MIDI cable in a row.

### Procedure SENDBYTES[N]

For I=0 To N

BYTE\_PTR=(Varptr(A(I))+3)

Serial Out 1,BYTE\_PTR,1

Next I

End Proc

That was the main hurdle beaten. The rest was standard AMOS. If you were at the meeting, you would have seen a screen of 128 instrument names come up and a simple mouse click on a name would have caused the synthesiser to start playing that instrument. A menu selection saw a change to another set of 128 instruments, this time a batch which could not be chosen from the synthesiser itself (although many were the same as the standard set). A third screen allowed selection from the 56 accompaniment styles and another screen listed the 37 sound effects which could also be triggered by a mouse click. Special effects like Portamento and Modulation were available from a menu selection.

Reacting to a mouse click on a bit of text printed on the screen is very simple in AMOS. All you have to do is print the text to the screen with the "Zone\$" command like this.

Print Zone\$("Click Me",1)

Repeat

MC=Mouse Click

Until MC>0

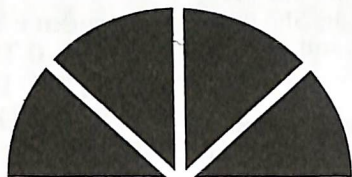
If Mouse Zone = 1

Bell

End If

The above bit of code prints "Click Me" on the screen, assigns the area of pixels which make up the words as "Zone 1", then waits in a loop until you click any mouse button. When you do click a button, the program tests to see if the mouse was inside "Zone 1" and if it was it makes a bell sound.





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The 'ILLUSTRATOR' is TWS V2 with code added to enable it to print RUNpaint and PrintShop 3 block graphics so those ordering must have TWS V1 and V2.

RUNpaint is described in RUN magazine issued on March 1989.

Doodle and 8k monochrome bitmaps (Flexidraw, Fun Graphics Machine and many more) if renamed, can be loaded into RUNpaint so there is plenty to print besides PrintShop.

There is a small booklet which points the way to the document files which you would be advised to print out.

Note: I have not yet received a copy of the 'Illustrator' and will expand on this preliminary report anon. In the meantime I have ordered 10 copies; they should be here in 3-4 weeks. Anyone interested may place their order with me now.

**Douglas Maclurkin.**

## 8 BIT HINTS AND TIPS Douglas Maclurkin

Over the years I have accumulated a whole host of hints & tips, with some of which you may already be familiar. However there are those who are beginners and even the more experienced may benefit from a nostalgic journey down memory lane.

To start with we will programme a blank red screen and in the centre, one line down we will print '8 BIT HINTS AND TIPS'; in upper case and in yellow text :-

```
10 rem:** hints & tips **
20 goto 70
30 open15,8,15,"s0:hint#1":close4
40 save "hint#1",8
50 print chr$(147)
60 print "saved hint#1":end
70 print chr$(147)
80 poke 53280,2: poke 53281,2: poke 646,7
90 print
100 m$="8 BIT HINTS AND TIPS"
110 print tab((40-len(m$))/2)m$
```

Comment:-

line 10: this is a non performing REMark which briefly describes the program.

line 20: skips over lines 30-60 and runs the program, starting at line 70.

lines 30-60: if you type in 'run30' then your program will be erased from the disk and then saved again.

line 70: chr\$(147) is the ASCII code to clear the screen: you can achieve the same result with shift clear/home.

line 80: poke 53280,2 makes the outside border red poke 53281,2 does the same for the inside screen (mnemonic: 0=outside: 1=inside): poke 646,7 makes all text yellow (print chr\$(158) will do the same)

line 90: 'print' brings us down one line

line 100: this places our headline in a

string variable m\$; necessary because of the formulae used in the next line.  
 line 110: analyse this carefully: 40 is the number of characters possible across the screen;  
 from this subtract the number of characters in our headline (len(m\$))(20); divide the  
 answer by 2 (/2) and then print the variable m\$. Remember each formula must have an  
 equal number of left and right hand brackets.

(40-20)/2=10; so our headline should start 10 characters from the left of screen.

Note our numbering starts at 10 and increments in amounts of 10. It is always a good idea  
 to start with a high number as invariably you will find you want to add extra lines; some  
 programmers start at line 100.

Type in our little program and 'run' it; try varying the last numbers in the pokes in line 40  
 eg ,0 instead of ,2 will give you a black  
 screen.

Save the program. Next month we will put  
 a line round the screen and print a menu  
 inside it with a highlighted line advising  
 how to use it.

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## 8 Bit HELP! COLUMN

This is the HELP! column for users of C-64, C-128 and other 8-Bit computers. If you would like to share  
 your experience in the fields of programming, software, hardware etc. with your fellow members, submit  
 your name with your area of expertise to the editor.

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# MACHINE LANGUAGE

## Part 20

by Will Erdmann

Now that that you have some idea how standard custom characters are made I am sure that you will want to know how multicolour custom characters are made as well. This can be done by loading the program shown in part 19 and typing the following additions and alterations

### SETTING 2 COLOURS SWITCH MULTICOLOUR MODE ON ECT.

```
103C LDA #$01
103E STA $D021
1041 LDA #$07
1043 STA $D022
1046 LDA #$02
1048 STA $D023
104B LDA $D018
104E AND #$30
1050 ADC #$0C
1052 STA $D018
1055 LDA $D016
1058 ORA #$10
105A STA $D016
105D LDX #$00
105F LDA $0F00,X
1062 STA $3208,X
1065 INX
1066 CPX #$20
1068 BNE $105F
```

As the heading suggests the first six lines of this program set up the background and two of the three other colours to be used. You will recall that although these locations differ from the ones used for multicoloured sprites the same loading and storing procedure is employed.

In the next two lines (104B - 104E) all the bits in byte D018 are cleared except those whose values add up to 30 hex e.g  $16 + 32 = 48 = 30$  hex. As you can see these are bits 4 & 5.

In lines 1050- 1052 ADC #\$0C means  
CURSOR

almost the same as LDA #\$0C in the program written in part 19. The important thing to remember is that when 0C stored in D018 this means the computer is told to look at 3000 hex for the data with which to form new characters because  $0C = 12$  and  $12 * 1024 = 12288 = 3000$  hex. Lines 1055 - 105A switch on bit 4 of D016 enabling multicolour mode

### PLOT CHR S ECT

```
106A LDA #$93
106C JSR $FFD2
106F LDY #$00
1071 LDX #$00
1073 CLC
1074 JSR $FFF0
1077 LDX #$00
1079 LDA $0F20,X
107C JSR $FFD2
107F INX
1080 CPX #$0A
1082 BNE $1079
1084 INY
1085 INY
1086 INY
1087 CPY #$27
1089 BNE $1073
108B BRK
```

### DATA FOR NEW MULTICOLOURED CHRS

```
0F00 81 25 15 1D 5D 55 55 55
0F08 42 48 54 74 75 55 55 55
0F10 57 57 55 15 08 08 28 00
0F18 D5 D5 55 54 20 20 28 00
```

### DATA FOR POSITIONING SHIFTED A B C & D AND THIRD COLOUR.

```
0F20 99 99 61 62 11 9D 9D 63
0F28 64 20 00 00 00 00 00 00
```

When you have completed the rest of the program run it by typing G 1000. This should result in a multicoloured alien appearing at the top left hand corner of the screen. About a third of the way down from the bottom there will be a row of multicoloured alien clones. A brownish yellowish Mon display should also appear below this with the cursor flashing.

## BRIEF NOTES

I am sure you know 105F-1066 transfer the 32 bytes of data at 0F00-0F9F to 3208-3227. Similar to the program in part 19 this means that the characters shifted A,B,C & D are altered.

In lines 1066 - 106A the screen is cleared. As 1 is stored in D021 the background is white.

The rest of the program is something new. Instead of the normal screen addresses the kernel routines FFF0 and FFD2 are used to plot ASCII and CHR CODES on the screen. This function corresponds roughly to the PRINT and TAB statements used in BASIC.

## PLOT ROUTINE

1. Lines 106F-1074 prepare FFF0 to be used. That which is loaded in the Y register determines the horizontal position of the character. The X register determines the vertical position.

2. In line 1073 the Carry flag is cleared (or set to zero) before FFF0 is executed.

3. Lines 1077 - 1082 print the ten ASCII or CHR CODES to the screen.

4. You will note that I have used 99 hex in the above data dump. When you convert this to decimal you will get the number 153 which if you look at the 'Commodore 64 User Manual' page 147 you will see

that this is ASCII for Light Green. Hence three colours appear in the character display instead of two.

5. Next characters SHIFTED A & B are printed which are the top half of the alien.

6. Next ASCII CODE hex 11 is printed which is 17 in decimal. If you look on page 146 of the above mentioned book you will find this means CURSOR LEFT. The ASCII value for CURSOR DOWN is then used twice (9D). Then the bottom half of the alien is made up with the SHIFTED C & D characters. The last character to be printed is the SPACE BAR. I am sure you can compare the above data dump with a BASIC print statement.

7. Because x is compared to 0A in line 1080, this also means that when the loop is repeated the next lot of ten ASCII CODES are plotted ten rows down.

8. Lines 1084 - 1089 ensure the aliens are spaced three columns apart.

Follow the notes on a Simple Word Processor in Part 16 and screen placement in Part 17 while still in multicolour mode to edit store and save your screens.

This brings me to the end of another long and challenging afternoon's work. As this will be the last you will hear from me this year I wish you all the best of luck in machine language programming and will see you again next year.

Address any questions to:-

**WILL ERDMANN  
WESTERN AVENUE  
MONTVILLE QLD 4560**

Please Note:- I have asked Doug Maclurkin to act as sub-editor for the C64-128 group for Cursor. Any member with copy for this section should direct it to Doug who will endeavour to have it uploaded to the Club BBS. This will save me a lot of trauma as I can then download and format the copy for Cursor. I would appreciate a voice call from a member of the group sometime before close off date with any formatting suggestions. Ed.





There are hundreds of Fred Fish - Public Domain Disks now available to members to copy FREE at the Amiga Workshop Meetings. Library Administration Fee to be paid and current card presented. Disks may also be purchased at Main Meetings and a postal request service at a nominal fee operates for Country Members or others who can't attend meetings. Members may also download the latest Fish Files from the Club BBS or request files which will be left for members to download. Come and get your BYTES at a FISH session and weigh in with some new programs. Get hooked on regular FISHING with

C.C.U.G.(Q). Don't horse around come and get your program pearls at a Workshop Meeting soon.



## 717

**Adev11** A complete development system for Motorola's 68HC11 processor, including a macro assembler, linker, librarian, downloader and disassembler. Supports multiple source file and multiple relocatable segments per file. Binary only. Author: Stan Burton

**ALock** A limited multiuser security system for your Amiga. This is version 1.04, binary only. Author: Trevor Andrews

**FileStat** Facilitates the editing of all information about a file, such as protection bits, name, comment, etc., using a graphical interface. Version 2.0, binary only. Author: Robert Lang

**PacMan** A pacman type game with 20 levels, 5 bonus levels, and extra tools. Automatically adjusts to either PAL or NTSC. Can be controlled with a joystick, mouse, or keyboard. Written in assembly. Version 1.1A, shareware, binary only. Author: Edgar M. Vigdal

**SpaceII** A hot-key program with over 50 functions including four screen blankers, screen shuffler, path/filename transmitter, text reader, virus checker, boot block display, calculator, disk copier and/or formatter, palette selector, screen dumper, etc. Version 2.3 beta, binary only. Author: Edgar M. Vigdal

**ViewIcon** Simple program to view icons from the shell. Opens up a sufficiently sized window so that the icon can be displayed in it. If you click the icon, it has the same effect as clicking it on the workbench, so you can see the icon's alternate image. Version 1.0, binary only. Author: Robert Lan

## 718

**BootPic** BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset, and additionally plays a MED-Module. Version 2.1b, an update to version 2.0 on disk 635. Includes source in assembly. Author: Andreas Ackermann

**Less** A port of a UNIX text file reader. It can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This is version 177.4 an update to version 1.4Z on disk 511. Includes source. Author: Mark Nudelman, port by Frank Busalacchi

**Settime** Set the system time from the internal hardware clock. Written to be very small and fast. Also includes versions that can be installed as boot blocks. Version 0.9, includes source in assembly. Author: Andreas Ackermann

**SmallMath** "Drop-in" replacements for the Commodore IEEE math libraries for users with a math coprocessor. Since these libraries do not contain the coprocessor-emulation code normally present, they are 60%- 90% smaller than the usual libraries. For the same reason, however, they cannot be used without a coprocessor. Version 1.1, public domain, partial source included. Author: Laz Marhenke

## 719

**CrcLists** Complete CRC check files for disks 521-710 using the brik program. These were made directly from my master disks. Along with the CRC lists from previous disks, these lists will allow you to check all of the disks in the library to make sure they are correct and complete. Author: Fred Fish

**DefTool** Programs that allow you to easily change the default tool of one or more project icons, from either the CLI or from WorkBench. The WorkBench version is a commodity. Binary only. Author: Robert Lang

**DrawMap** A program for drawing representations of the Earth's surface. New features include seven new types of map projections, user specifiable point to be at the center of the maps, and box views that can now cross the international date line. Also includes accelerated version requiring a 68020 CPU and 68881 FPU, and versions for PAL systems. Requires 1.5 Mb of memory and a hard disk with 1.6 Mb of free space. **Distributed in two parts, the other part is on disk 720.** Both parts are required. This is version 4.1, an update to version 4.0 on disks 639 and 640. Includes full source. Author: Bryan Brown.

**FixIcon Fixes** some icons that show bad markings when run on greater than 4 color Workbenches. Doesn't fix them all, but fixes a common problem. Includes source in C. Author: Robert Lang

**Makelcon** Allows you to create any of the Workbench 2.0 default icons for anything, disks, projects, drawers, the works. Designed for people who work from the shell making disks that will ultimately run from the Workbench. Requires Workbench 2.0. Binary only. Author: Robert Lang

## 720

**DrawMap** Part 2 of Prog on Fish 719

## 721

**DataFiler** A database for names, addresses, phone numbers, etc. Has search and print capabilities. Version 1.01, binary only. Author: Ken Winfield

**DirWork** A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.62, an update to version 1.51 on disk 670. Shareware, binary only. Author: Chris Hames

**Division** An educational program for kids of all ages that helps to develop and sharpen division skills. Has four levels, a practice section, and a testing section. Version 1.1, binary only. Author: Ken Winfield

**DPU** Disk Peek and Update, a hex disk and file  
**CURSOR**

editor. Functions include show device info, show bitMap, check disk, zap file, zap disk, zap fileSystem and zap rigid disk blocks. This is version 1.2, binary only. Author: Frans Zuydwijk

**Octothello** An othello type game, but played on an octagonal board. There are hundreds of variations to the game, with resizable boards, different corner shapes, and a play to lose mode. Shareware, binary only. Author: PC Solutions

**VCR** A database for all your VCR tapes. Has built in search and print capabilities. Version 1.1, binary only. Author: Ken Winfield

## 722

**Counting** An educational program for kids from 4 to 14, that helps to develop and sharpen skills in addition, subtraction, and multiplication. Version 1.0, binary only. Author: Ken Winfield

**Intuisup** A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.5, an update to version 4.4 on disk 715. Author: Torsten J|rgeleit

## 723

**AniMan** AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. This is Version 3.2 of AniMan, an update to version 3.0 disk 712. Either the Perfect

**Sound 3** or Sound Master (Sound Magic) audio digitizer is required, along with 1MB of fast memory. Binary only. Author: Richard Horne

**DiskMate** A multitasking floppy disk utility program. Features include multidrive disk copier, disk formatter, disk eraser, disk checker and installer. Version 2.1, binary only. Author: Malcolm Harvey

**EternalRome** A historical strategy game, that in spite of its high complexity is fast and easy to play. Version 1.1, an enhanced update to version 1.0 on disk 502. Tryware, binary only. Author: Sven Hartrumpf

**MemGauge** A graphical memory gauge. Displays your computer's memory (chip, fast, public)



in three horizontal bars. Version 1.2, binary only.  
Author: Malcolm Harvey

**PrinterCTRL** A printer interface program which allows you to send raw HEX and device driver commands to your parallel printer. Also has provisions for printing text files to the printer.device. Makes extensive use of the req.library functions. This is version 1.00, freeware, includes source. Author: Paul Miskovsky

## 724

**BackUP** A hard drive backup program that features a custom Intuition interface, multi-floppy drive support, incremental/full backups, on-the-fly compression using lh.library, optional verify and a restorable configuration. BackUP requires Workbench 2.0, arp.library V39 and lh.library V1. Version 3.5, binary only. Author: Felix R. Jeske

**DonsGenies** A collection of more than forty ARExx "genies" for use with Professional Page, plus some supporting material. Also includes two example ARExx scripts for Art Department Professional. Version 1.0, shareware, includes source. Author: Don Cox

**XSearch** A program to search files and directories on any Amiga device. Uses AmigaDOS 2.0 style interface. Includes both German and English versions. Includes source in KICKPascal. Author: Stefan Plvchinger

## 725

**MagIcon** A program which takes 'fake' icons dropped on the Appicon and turns them into 'real' icons. The program also supports a Tools-menu entry so 'fake' icons spread over several windows can be easily iconified. Support for 38 file formats and the appropriate icons are included. Requires Kickstart 2.0 or higher. This is version 1.0, binary only. Author: Oystein Larsen, Ultima Thule Software

**Mine** A new Modula-2 implementation of an old computer game. You have an N \* N square with mines hidden in some fields. Your job is to mark them with a flag as fast as possible. High score lists are supported. Important parts of the source code are included. Requires AmigaDOS 2.0. Author: Thomas Ansorge

**SnoopDos** A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.5, an

update to version 1.2 on disk 451. Includes source in C.Author: Eddy Carroll

**Term** A gift-ware telecommunications program written for AmigaOS 2.0 or higher. This is version 2.3, an update to version 2.2a on disk 681. Includes full source. Because of its size, it is distributed on two disks. This is part 1 of 2. Part 2 is on disk 730. Author: Olaf 'Olsen' Barthel

## 726

**HamLabDemo** Demo version of an expandable image format conversion utility that converts GIF, IFF, JPEG, Targa, BMP, TIFF, PBPLUS, MTV, Spectrum 512, QRT, and Sun images into IFF (normal, HAM, halfrite, and "sliced" variations of each). This is version 2.0.8, an update to version 2.0.6 on disk 712. Shareware, binary only. Author: Ed Hanway

**Hextract** A complete header file reference. Version 1.2, an update to version 1.1 on disk 674. Has greatly reduced search times. Freeware, includes partial source. Author: Chas A. Wyndham

**P-Index** A program for creating active index/selector pages to replace the normal window/icon display. Appearance of pages is only limited by the capabilities of your paint program and your imagination. Index lines can be shown as arrays of boxes (as with current "selector" programs), or as icon look-alikes, or anything else you fancy, with normally a large saving in disk space. Freeware, binary only. Author: Chas A. Wyndham

**P-Reader** An all-purpose reader that displays texts, pictures, animations and sounds, which may be uncompressed or compressed with 'P-Compress'. Texts can include embedded static or animated illustrations and sounds. This is version 6.2, an update to version 5.2 on disk 595, and includes scrolling and a variety of screen colours, with other enhancements and bug fixes. Freeware, binary only. Author: Chas A. Wyndham

**PowerSnap** A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. This is version 2.0, an update to version 1.1 on disk 542. Binary only. Author: Nico Francois

## 727

**2View** 2View is an ILBM picture viewer for use under Workbench 2.04 or later. It supports all

standard ECS graphics modes, SHAM, Macropaint-style dynamic hires, color cycling, ARExx and both the CLI and Workbench. Version 1.52, an update to version 1.50 on disk 654. This version fixes a bug in 1.50 and adds support for 2.04-style wildcards from the CLI. Includes source. Author: Dave Schreiber

**Adventure** The Colossal Cave Adventure, by Donald Woods and Will Crowther. This is version 1.10, an update to version 1.00 on disk 659. Binary only. Author: Donald Woods, Will Crowther; ported by Tony Belding

**Format** A 2.04-only replacement for the AmigaDOS Format command. It uses a much more complete Workbench user interface (allowing for greater control over formatting from the Workbench) and is smaller than the original Format command. Version 1.00, includes source. Author: Dave Schreiber

**Vertex** A 3D object editor that differs from other 3D editors in many ways. You can choose any view, including perspective, to select points and examine objects. This is version 1.62a, an update to version 1.36.3 on disk 648. Shareware, binary only. Author: Alexander D. Deburie

## 728

**501** This program keeps score for the dart game 501. Games recorded via the keyboard create a data base reflecting each player's performance. The statistics track personal bests, averages, win percentages and high scores. Written and compiled using HiSoft Basic Professional. Version 1.15, an update to version 1.12 on disk 651. Binary only. Author: Gilles Lepage

**LastRefuge** A fast action game, written entirely in assembler. Takes over the entire machine and loads off a special bootable disk. Uses lhwarp (included) to regenerate the bootable game disk. Binary only. Author: Carsten Tag

**PatchMan** An editor for the Roland JD-800 programmable synthesizer. You can receive/transmit/save/load single patches, the special setup, all internal patches, "ALL"-datas, set parameters for the three effect systems used in Multi mode and edit the various part parameters. Version 1.0, binary only. Author: Michael Fuchs

## 729

**BBBBS** Baud Bandit Bulletin Board System. Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, number of users, files, messages, etc. are

only limited by storage space, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others, all treated as read only, complete Email including binary mail, and multiple forwarding, user statistics including messages written, files uploaded or downloaded, time, etc, plus much more. Version 5.4, binary only. Author: Richard Lee Stockton

**DSound** DSound is an 8SVX sound sample player that plays samples directly off a hard drive, without having to load the entire sample into memory first. This version adds sample looping, the ability to abort using CTRL- C, and the ability to prevent DSound from opening a window. Includes source. Author: Dave Schreiber

**FF FF** is a file find utility for use under Workbench 2.04 or later. It features a full, font-sensitive GUI, AppWindow support, dynamic find-list update, the capability to recognize both hard and soft links, and the ability to optionally descend into hard links to directories. This is version 1.01, includes source. Author: Dave Schreiber

## 730

**Term** A gift-ware telecommunications program written for AmigaOS 2.0 or higher. This is version 2.3, an update to version 2.2a on disk 681. Includes full source. Because of its size, it is distributed on two disks. This is part 2 of 2. Part 1 is on disk 725. Author: Olaf 'Olsen' Barthel

## 731

**FindIt** A fully Intuitionised file finder. Features include search multiple drives/directories, search for file names starting with/not starting with given text, file names containing/not containing given text, file names ending with/not ending with given text, files created on/after/before/not-on given date, files containing given text, etc. Found files can be copied, deleted, viewed, or printed. Requires Workbench 2.0. This is version 1.0, binary only. Author: Gary Smith

**GadToolsBox** A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.4, an update to version 1.3 on disk 659. Includes source. Author: Jan van den Baard

**QMouse** An unusually small and feature-packed "mouse utility". Version 2.20, an update to version 2.10 on disk 697. Public domain, assembly source included. Author: Dan Babcock Author: Peter Wiseman



**MemCheck** A small tool to watch the first 1000 bytes of memory for illegal write actions. It also checks some system vectors (coldcapture, coolcapture, warmcapture, kickMemPtr, kickTagPtr and kickCheckSum) to show any changes made by viruses. Kickstart 1.3/2.04 compatible. Version 1.0, binary only. Author: Tom Kroener

**MultiClock** A flexible titlebar clock commodity with many extra features such as chime with builtin or digitized sounds, alarm which allows launching an Arexx or Batch file, and both digitized and narrator speech to say the time. Requires AmigaDos 2.04 or greater. Version 1.17, binary only. Author: Hugh Leslie

**PerfMonitor** A small tool to show the CPU usage of each task. Kickstart 3/2.04 compatible. Version 1.0, binary only. Author: Tom Kroener

## 732

**FontViewer** A program to view fonts. Features include selectable screen resolutions, outline font support (WB 2.0), ColorFont support, up to thirty fonts shown at once with each in its own window, up to three lines of changeable text for viewing fonts, use file requester to find fonts to view (WB 2.0). Version 1.2, binary only. Author: Gary Smith

**MPE** A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. This is version 1.31, an update to version 1.17 on disk 703. Binary only. Author: Marcel Timmermans

**PSUtils** Some utilities for postscript and adobe fonts. Resetadobe (version 1.0) is a program to modify the AFM files of adobe fonts which do not appear to have the correct spacing after being generated by AFM2PFM. Postsplit (version 1.0) is a program to split a color PageStream postscript file into individual color/page files for multipass printing. PFM2AFM (version 1.0) generates AFM files for adobe fonts. T1Utils is a set of adobe font manipulation tools including a font disassembler. Author: I. Parker, D. Spencer, Ken Borgendale, Lee Hetherinton

**Riff** A little iff reader written in M2amiga Modula-2. Version 1.0, includes source. Author: Marcel Timmermans

**RTracker** A MOD player that is small, easy to use, highly configurable, follows CBM's style guide, supports automatic decompression of MODs, and more. Version 2.0, shareware, binary only. Author: Mike Manzano

## 733

**AntiCicloVir** A link virus detector that detects 25 different such viruses. Version 1.6, an update to version 1.5 on disk 710. Shareware, binary only. Author: Matthias Gutt

**Cube** An animated Rubik's Cube simulator, solver, and tutorial. It uses two solving algorithms, one which can be applied by a human using simple rules, and another that is too complicated to be used except by a computer. Shareware, includes source. Author: Martin Gitelson

**Sushi** A tool to intercept the raw serial output of Enforcer 2.8b, Enforcer.megastack 26.f, Mungwall, and all other tool and application debugging output that uses kprintf. This makes it possible to use serial debugging on a single Amiga, without interfering with attached serial hardware such as modems and serial printers. Sushi also provides optional signalling and buffer access to an external display/watcher program. Version 37.7, binary only. Author: Carolyn Scheppner

**Termcap** A port of the GNU termcap library for the amiga. Termcap is a library of C functions and a database of terminal descriptions, that allows an application to send control strings to terminals in a way independent of the specific terminal type. Author: Various

## 734

**PowerVisor** A powerful machine language debugger and system monitor designed for the serious Amiga programmer. PowerVisor supports all Amigas and all processors (including the 68040). There are two versions, one for AmigaDOS 2.0 and one for AmigaDOS 1.3 (or 1.2). Among many other things, PowerVisor supports symbols and ARExx (with 215 different ARExx commands). It is also very customizable. The AmigaDOS 2.0 version supports online help with 'AmigaGuide' and is installable with the 2.0 Installer. This is version 1.20. Source for some examples is included. PowerVisor is shareware. Registered users can order the complete PowerVisor source. This is part 1 of a two part distribution. Part 2 is on disk 735. Author: Jorrit Tyberghein

**UCD** A utility for changing the current directory that scans a disk and builds a file containing information about the directory structure that makes it possible for UCD to change directory to any directory in the scanned volume by simply naming the directory without pathname information. Version 1.0, shareware, binary only. Author: Uffe Holst Christiansen

## 735

**PowerVisor** A powerful machine language debugger and system monitor designed for the serious Amiga programmer. This is version 1.20. Source for some example is included. PowerVisor is shareware. Registered users can order the complete PowerVisor source. This is part 2 of a two part distribution. part 1 is on disk 734. Author: Jorrit Tyberghein

## 736

**EasyStart** A program to start other programs in a very easy way. It can start programs with a popup menu, a popup screen, with menu items in the WorkBench menu, with a window containing gadgets, and more. Version 1.12, binary only. Author: Andreas Krebs

**InTime** A program to overlay a 'timecode' onto videotape while making working dubs of original footage. The display consists of a tape number, hours, minutes and seconds. It is designed to be used as aid in logging and finding sections of a video tape. The display can be in any shown in any font. This is version 1.2, binary only. Author: Gary Smith

**MegaD** A directory utility with multiple directory windows so you may copy from multiple sources to a single destination, copy from one source to multiple destinations, or copy from multiple sources to multiple destinations. Full font support, full screens support, application icons, application menus and application windows support. Includes 126 page tutorial and 47 page user guide. Other features include 72 user defined command gadgets with simple keyboard equivalents, and multiple filters on directory listings. Version 2.00, binary only. Author: John L. Jones

## 737

**AMPlot** Demo A demonstration version of a commercial graph plotting program designed for publication quality plotting of scientific data. The demo allows datasets no larger than 10 datapoints and will not create hard copy plots. Version 2.0, binary only. Author: Andrew Martin, SciTech Software

**ANSI** A small CLI utility to convert C source between ANSI and Kernighan and Ritchie function definition formats. Also allows generation of prototypes. No Amiga extensions and should be

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portable. Version 1.6, an update to version 1.0 on disk 598. Includes C source. Author: Andrew Martin, SciTech Software

**DBuff** Source code with a small demo to implement double buffering by adding a second ViewPort to an Intuition screen. Version 1.3, an update to version 1.0 on disk 599. Includes C source. Author: Andrew Martin, SciTech Software

## 738

**CanonBJC** Color printer driver package for Canon BJC 800 and Canon Epson emulation printers. Supports Epson 24/48 pin and BJC emulation compressed native mode. This driver is not limited to 16/4096 shades/colors. Includes font independent preferences programs for controlling additional options, free definable dither routines (many are included), ink compensation, color adjustment, timeout, and more. Version 1, binary only. Author: Wolf Faust, Distribution by Canon Europe N.V.

**CanonStudio** Prints IFF pictures from disk in 24/8 bit accuracy on normal WB printer driver. Pictures can be printed in any size (poster function) without need for much memory. Supports most IFF formats (incl. EHB, HAM6, HAM8, IFF24). Provides a nice font independent user interface, free definable ordered dithers, error diffusion and blue noise dithers, AREXX Inter face, color adjustments, ink compensation, printer spooler and more. This version is limited to Canon printer drivers. Version 1.2, shareware, binary only. Author: Wolf Faust

**Galaga** A space "blast-em" game with over 300 different animation frames in 16 colors, many levels, end of stage nasties, bonus levels, kamikaze raids, etc. Version 1.4, binary only. Author: Geert Coelmont and Romain Voes

**PrLabel** A utility to print laser printer labels. Support 3x8, 2x8 and 2x7 A4 label sheets. The program may easily be modified for other formats. Version 1.2, an update to version 1.1 on disk 599. Includes C source. Author: Andrew Martin, SciTech Software

## 739

**Deflt** A program to change the default tool of project icons. Will search through a disk or directory, finding all icons that contain a specified default tool and change that tool to a different one. It is useful for changing the default tools of all the doc files on disk to your favourite text reader, for example. Version 1.0, binary only. Author: Gary Smith



**Hyper** Will lead you through documents that are written to be used with the legendary 'AmigaGuide' from Commodore. An ARexx port gives access to it from other applications. Requires OS 2.0. Version 1.0, shareware. Author: Bernd (Koess) Koesling

**IconAuthor** A replacement for IconEdit2.0. It can transform IFF images or brushes into resized 2-BitPlane brushes or icon files that match the Workbench2.0 colors. Online help is available via 'Hyper'. Demo version limited to processing provided demo image only. Requires OS 2.0. Version 1.0, shareware, binary only. Author: Bernd (Koess) Koesling

**InScript** A program for producing video titles. Features include fully editable text entry, IFF pictures as background, unlimited number of fonts loaded at one time, up to 99 undos, outline font support (WB 2.0). InScript can save InScript data, IFF pictures or animation files. At least 1 mb memory required. Version 1.1, shareware, binary only. Author: Gary Smith

**Keti Prints 3.5"** disk labels (71.5 x 69.6 mm) on a NecP6 from a 15 line ASCII file. The first line will be the headline (max 25 chars), 14 textlines (max 44 chars) may follow. Requires OS version 2.0. Includes source and DME macros. Author: Bernd (Koess) Koesling

**WKSC Workbench Keyboard Shortcut Changer** is a program which allows you to add or change keyboard shortcuts used for the Workbench menus. WKSC works on Workbench 1.2, 1.3 and 2.0. This is version 1.0, binary only. Author: Gary Smith

## 740

**Debt** A calculator suitable for dealing with numbers the size of the national debt. Will accept two 60 digit numbers and come up with a 120 digit answer. Includes source. Author: Martin Gitelson  
**HDMem** Demo version of software that allows you to use virtual memory with OS2.0, version 37.x or higher, on m68020/m68851 or m68030 amigas. Supports task exclusion. The demo version is limited to 2Mb of virtual memory. Version 2.0, shareware, binary only. Author: Stefan Rompf

**Klondike** A single player card game. Version 1.3, an update to version 1.1c on disk 491. Shareware, binary only.

## 741

**BioComp** A program that computes the biorhythmic compatibility of two persons. Uses an intuition interface and allows the printing of the

results. Version 1.13, binary only. Author: Gerard Cornu

**RKRM Devices** Part one of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part two is on this disk and parts three and four can be found on disk 742. Author: Commodore CATS

**RKRM Lib1** Part two of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part one is on this disk and parts three and four can be found on disk 742. Author: Commodore CATS

**Shell2Front** A simple, small and pure utility to be launched by a hot key. It brings to the front, the first shell window it finds, including its screen. Version 0.12, binary only. Author: Gerard Cornu

**ShowI** A CLI tool which displays all given icons in the original OS 2.0 look. It opens a little window displaying the icon where you can select and deselect it. By pressing 'n' the next one is displayed. This is version 1.9. FreeWare, Binary only. Author: Hans-Peter Guenther

**Sizer** A small and pure shell utility giving the size in bytes, blocks, and the total size occupied by a directory, file or device. Accepts multiple arguments. Version 0.20, binary only. Author: Gerard Cornu

## 742

**AList** A CLI command that lists the length of every file and the REAL length of every subdirectory in Bytes, KBytes and MBytes. Version 1.0, includes source in C. Author: Andre Willms

**ColorSwitch** A little program to switch between WB1.3, WB2.x and user preference palettes. Requires Kickstart 2.0 or higher. Includes source in C. Author: Martin W. Scott

**CloseWD** A tool which enables you to kill windows which are left on any screen from other programs, which have been terminated by gurus or other things. You can specify the window by pattern matching in the string gadget or by setting a timeout that gives you time to select the proper window. It has a gadtools interface and an "ask-before-closing" option. Version 1.2, OS 2.xx only. FreeWare, binary only. Author: Hans-Peter Guenther

**ICalc** A powerful calculator with many features, including user defined variables and functions. This

is version 2.1, an update to version 2.0 on disk 695. Author: Martin W. Scott

**KeyClick** A small utility to provide a key-click. Has a nice Workbench interface to modify settings. Requires Kickstart 2.0 or higher. Binary only. Author: Martin W. Scott

**Pal** A small utility to help applications open their own PAL screen on an NTSC Amiga with ECS. It requires Workbench 2.0. Includes sources in C and assembly. Author: Eric Gontier

**PatchLace** A commodity for Workbench 2.0 that makes all interlaced screens open in NTSC mode, thereby reducing flicker. Requires Kickstart 2.0 or higher. Binary only. Author: Martin W. Scott

**RKRM Lib2** Part three of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part four is on this disk and parts one and two can be found on disk 741. Author: Commodore CATS

**RKRM Lib3** Part four of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part three is on this disk and parts one and two can be found on disk 741. Author: Commodore CATS

**SetPrefs** A CLI command which activates a system-configuration. Useful when different prefs are created (i.e. for the printer) and you don't want to continually change your existing system configuration. Version 1.0, includes source in assembly. Author: Michael Wilkes

## 743

**ClickRun** With the help of ClickRun you can start fifty programs by a simple mouse click. Has a build in editor, online help and iconification. Supports keyboard and mouse. English and German documentation. Version 1.0, binary only. Author: Andre Voget.

**FoCo** Format controller. A graphical user interface for disk formatting. Pops up on disk insertion or via hotkey. Version 1.2, an update to version 1.1 on disk number 566. Requires OS 2.0. Includes source. Author: Michael Balzer

**FRequest** FRequest is a handy program which lets you select a file by using the ASL file requester and executes a CLI command with the given selection. This is version 1.5. OS 2.xx only.

FreeWare version, binary only. Author: Hans-Peter Guenther

**LoadLibrary** Another LoadLib program, but this version runs in it's own task, and uses the reqtools.library for multiselection and other user friendly file handling. All installed LoadLib libraries can also be removed from the system. Version 2.52 for OS 2.0 use. Freeware, binary only. Author: Nils Gors

**Look** A very powerful program for disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts and many more features. Programmed in assembly language to be short and fast. Available only in German language and PAL. Version 1.2, shareware, binary only. Author: Andre Voget

**MegaEd** A powerful text editor with lots of features, some not found elsewhere. Integrated Text oriented database, extensive formatting/printing functions, macro language, Arexx-port, key word indentation, multiple blocks/marks, key/menu macro recording, configurability for lot's of languages/compilers, inumerable handy functions for programmers, user friendly interface. Version 1.5, public domain, binary only. Author: Wouter van Oortmerssen

**TurboDEX** A compiler for the DEX language. Version 1.2, an update to version 1.1 on disk 625. Public domain, binary only. Author: Wouter van Oortmerssen

## 744

**AutoRunner** Automatically executes a CLI command line when you insert a disk into a drive. All you do is put a special tag at the beginning of a comment in the disk's root directory. After the comment tag, you put a normal CLI command line. AutoRunner then executes this command when the disk is inserted. Version 2.0, Pascal source included. Author: Jonathan Maxwell

**FO CLI** based Fast Optimizer for AmigaDOS disks. It can optimize one disk in less than 2 min, 30 sec. Allows optimization for CLI or WorkBench usage, and allows you to use unformatted disks as the destination. At least 1 Mb memory required. This is version 1.3, an update to version 1.0 on disk 537. Binary only. Author: Fabien Campagne

**FO2** Intuition-based version of FO, will run on a single drive machine. Includes multiple destinations, automatic turn on upon disk insertion and more. Requires 1.5M or more of memory. This is version v2.5, includes source. Author: Fabien Campagne



**Hextract** A complete header file reference. Version 1.2, an update to version 1.1 on disk 674. Freeware, includes partial source. Author: Chas A. Wyndham

**IList** A simple list program which displays the data of all open screens and their connected windows. OS 2.xx only. Version 0.1, PD, includes source. Author: Hans-Peter Guenther

**NFD** Newest File Date. Searches the specified directory for the newest file, then returns that filename and path as an ARP global variable. For people without ARP, it allows you to execute a command line, specified as a parameter, with the file name and path inserted at a specified point. Sample usage would be to have a word processor automatically load the last file worked on when it was invoked. Includes source in Pascal Author: Jonathan Maxwell

**P-Index** A program for creating active index/selector pages to replace the normal window/icon display. Appearance of pages is only limited by the capabilities of your paint program and your imagination. Index lines can be shown as arrays of boxes (as with current "selector" programs), or as icon look-alikes, or anything else you fancy, with normally a large saving in disk space. Freeware, binary only. Author: Chas A. Wyndham

**P-Reader** An all purpose reader that displays texts, pictures, animations and sounds, which may be uncompressed or compressed with P-Compress. Texts can include embedded static or animated illustrations and sounds. This is version 6.2, an update to version 5.2 on disk 595 Freeware, binary only. Author: Chas A. Wyndham

**Statistics** Provides statistical data on ASCII text files regarding file length, number of letters, words and sentences, average word length, etc. Written in assembler for minimum size and maximum speed. Version 1.26, binary only. Author: Nico Max

## 745

**ARExxBox** ARExxBox, inspired by the GadToolsBox by Jan van den Baard, is a tool which greatly simplifies the design and implementation of an ARExx interface for a program. Provides a graphical interface in which to enter the command arguments and results, then creates the C source; one module containing necessary basic functions and another containing the interface stub routines to which you only have to add your code to. This is

version 1.00, binary only. Author: Michael Balzer

**BBBBS** Baud Bandit Bulletin Board System. Version 5.5, an update and bug fix to version 5.4 on disk 729. Binary only. Author: Richard Lee Stockton

**WizKey** A commodity that speeds up working with windows and screens via allowing the user to manipulate them via keyboard instead of mouse. Anything you can do with system gadgets becomes accessible via keyboard. Pop up windowlist allows activation of any window by keyboard or mouse. Configurable Hotkey definitions and a complete ARExx port. Shareware, binary only. Author: Jorg von Frantzius

## 746

**ATbl** A program for table formatting This is version 2.20, an update from version 1.00 on disk 583, with a lot of bugs fixed and a few enhancements. Binary only Author: Denis Gounelle

**KCommodity** Multifunctional commodity for OS 2.0. This is version 2.00, an update to version 1.75 on disk 673. Requires OS 2.0. Written in assembly for speed and efficiency. Shareware, includes source. Author: Kai Iske

**Skew Skeleton Writer** is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. Version 1.2, an update to version 0.85 on disk 658. Includes source. Author: Piotr Obminski

## 747

**ADoc** New version rewritten from scratch, of a help utility for the Amiga which allows you to have permanent help on any subject you want. This is ADoc2 version 1.21, an update from ADoc 7.05 on disk 627. Binary only. Author: Denis Gounelle

**APrf** A printing utility for the Amiga. Features include full Intuition interface, preview function, page selection, margin setup, line numbering, an AREXX port, a multi-columns mode, 2.0 system release support and more. This is version 1.40, an update from version 1.30 on disk 706. Binary only. Author: Denis Gounelle

**AUSH** A command line interpreter for the Amiga. Features include file name completion, pattern expansion, expression computation, command history, for...done loops, full support of AmigaDOS 2.0, and much more. This is version

1.52, an update from version 1.42 on disk 706. Binary only. Author: Denis Gounelle

## 748

**DeliTracker** A powerful and system friendly music player. Features include configuration files, GUI, full ARExx control, flexible player interface and xpk support. DeliTracker will play all popular sound modules available on the Amiga. Currently it supports over 40 different module formats. The most important players (PT/ST/NT) are internal. Additional players (like MED, 8SVX, SMUS, ...) may be loaded from disk. Includes the source of nearly all external 'deliplayers'. Version 1.30, shareware, binary only. Authors: Peter Kunath and Frank Riffel

## 749

**AmokEd** A highly configurable editor based on Matt Dillon's well known DME. Features a rich command language, an ARExx interface and ARExx based application port, environment variable support, user definable pull down menus, fast scrolling and scroll gadgets, multiple file editing, iconification, reentrant and can be made resident. Written in Oberon, version 1.30, binary only. Requires AmigaOS2.0 or higher. Author: Hartmut Goebel

**LogMan** The Log Manager allows you to manipulate your log files to a greater degree than other log managers. LogMan operates on a personalized script file. You can insert a call to LogMan in your startup- sequence or in your "mail" script. LogMan will call the script and check certain parameters. Requires kickstart 1.3 or 2.0 to operate. Version 1.003, freeware, binary only. Author: Bob Rye

**PaperBack** Allows the user to generate a double sided document from a single sided one. Saves paper, and storage space. Requires kickstart 1.3 or 2.0 to operate. Version 2.004, freeware, binary only. Author: Bob Rye

**PED** A source text editor which supports all important standard editor commands. It accepts mouse and keyboard commands, and will run from CLI and from Workbench. PED doesn't use the operating system for outputs and scrolls very fast. This is version 2.30, binary only. Author: Frank Wille

**PhxAss** A MC68000 Macro Assembler which supports includes, incbins, small data and small code model, optimization, 12 arithmetic operations, relocatable and absolute code, floating point

equates and nearly all standard assembler directives. PhxAss can be used from CLI only. This is version 2.11, binary only. Author: Frank Wille

**PhxLnk** An Amiga DOS Linker which is very small (7 KB) and processes the small-code/data model. It does not support overlay hunks in the current version. PhxLnk can be used from CLI only. This is version 1.27, binary only. Author: Frank Wille

**VoiceEditor** A tool to edit, save, load, and convert instruments of Roland D-20 Synthesizers (and compatibles, like D-10) via MIDI. You can convert instruments into Music-X sequences, save and load voice-dumps and edit the system area of your D-20. Req.library and midi.library are used and included. Version 2.0, binary only. Author: Andre Willms

**ZipWd** ZipWd is a little example code of the new OS 2.xx feature of zipping windows. It does the same thing as clicking on the window's ZipGadget. It's also useful if you define a keyboard macro with ZipWd. Requires AmigaOS 2.xx. Version 0.5, public domain, includes source. Author: Hans-Peter Guenther

## 750

**AddIcon** A useful tool that copies icons to a given file or directory. It supports pattern matching and has various options. It first looks at the suffixes of the files and for chunks to identify their types, then it copies the right type of icon to the files. These icons should be located in the Icons: drawer. Contains all needed icons. OS 2.xx only. FreeWare version 1.7, binary only. Author: Hans-Peter Guenther

**CFX** Crunched File eXaminer allows the user to examine and find files using several different search criteria. CFX knows a huge amount of the current Amiga filetypes, including a vast number of "cruncher" types. CFX can also give in-depth disassemblies of crunched files, including most address crunched files, relocater crunched files, and some major archive crunched types. This version requires kick 1.3 or 2.0. Version 5.242, freeware, binary only. Author: Bob Rye and Marcus Mroczkowski

**Create** A replacement for the "makedir" command. It can create directories and files. Useful for some editors and other programs that allow you to define a file to load at start-time. In this case files can be created before calling these Programs that usually give you nervous requesters on nonexisting files. It accepts multiple files and directories, and is also useful for batchfiles. OS 2.xx



only. This is version 1.1, freeware, binary only. Author: Hans-Peter Guenther

**DockBrushes** Two PAL pictures containing brushes to be used with AmiDock (Shareware program by Gary Knight), or other such utilities. One is in hi-res (640 x 256 2 bit planes), the other in hires interlace (640 x 512 2 bit planes). Author: Gerard Cornu

**ExecMaster** A tool that allows you to start scripts, programs and rexx scripts in different ways. You can optionally specify an output. This could be a file or even a window. It has the ability to iconify and a full gadtools user interface with key command support. It fully supports PublicScreens. OS 2.xx only. Version 1.7, freeware, binary only. Author: Hans-Peter Guenther

**FontViewQ** A commodity to display a table of characters of any Amiga font, which is chosen by a font requester. The characters are clickable to show you the ASCII value and the key combination to press. With AmigaOS 2.1 a localization takes place (currently German and French). Version 1.2, includes source. Author: Dieter Temme

**SaveW** SaveW is the counterpart of SizeW. It saves the current window coords to a file (if given) or to STDOUT. Includes some useful shell aliases. OS 2.xx only. Version 1.3, freeware, binary only. Author: Hans-Peter Guenther

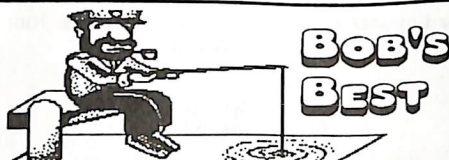
**SizeW** SizeW is a tool that lets you change the size and the place of the currently active window. You can specify coords from commandline or optionally from a file. This is a companion to SaveW. Includes some examples in the docfile. OS 2.xx only. Version 1.5, freeware, binary only. Author: Hans-Peter Guenther

**SplitQ** Opposite of the AmigaDos 'JOIN' command. A portion of the file specified by offset from the beginning and length is saved to a new file. The syntax is like the BASIC function MID\$. Parts can be rejoined with the 'JOIN' command. Version 1.1, includes source. Author: Dieter Temme

**StripIt** A programming utility that strips all kinds of comments from given source codes of all programming languages. It is controlled by a config file which includes the rules of the comment chars. Some configuration files included. OS 2.xx only. Version 1.3, freeware, binary only. Author: Hans-Peter Guenther



More of my relatives  
NEXT MONTH



Someone asked about card games available in the PD library. Well, I checked the Fred Fish library, and came up with sixteen different card games.

Most of them are variations of the solitaire type of game. Here are their names and disk numbers. Cribbage, written in ABaSiC (an early version of Amiga Basic) on disk 28, Solitaire also in ABaSiC, on disk 32. Another version of Solitaire, called Sol, on disk 103. Cards'O'Rama, on disk 186, is a concentration like game, in which you are presented with a screen of cards in random order. The cards are turned over, and you must then remember where the pairs are.

On disk 260, there are three different card games, Accordion, Calculation, and Seahaven. All are variations of Solitaire. Calculation sounds the most challenging, the object of the game is to arrange the cards into four piles, one pile counts up by one, the next by two, the next by three, and the last by four. Disk 392 and 485 have the game 'Spades'. Pokerdemo, on disk 403, is a demo version of a commercial programme, and contains four different card games.

The ever popular card game BlackJack, is on disk 427. I guess just about everyone has played this one. Another version of Solitaire, called SolitaireX is on disk 448. This one has a tournament mode, and unlimited undo.

Family Sol, on disk 473, has multi-player facility. Then there's Klondyke on disk 491, and two more Solitaire games on disks 511 and 512.

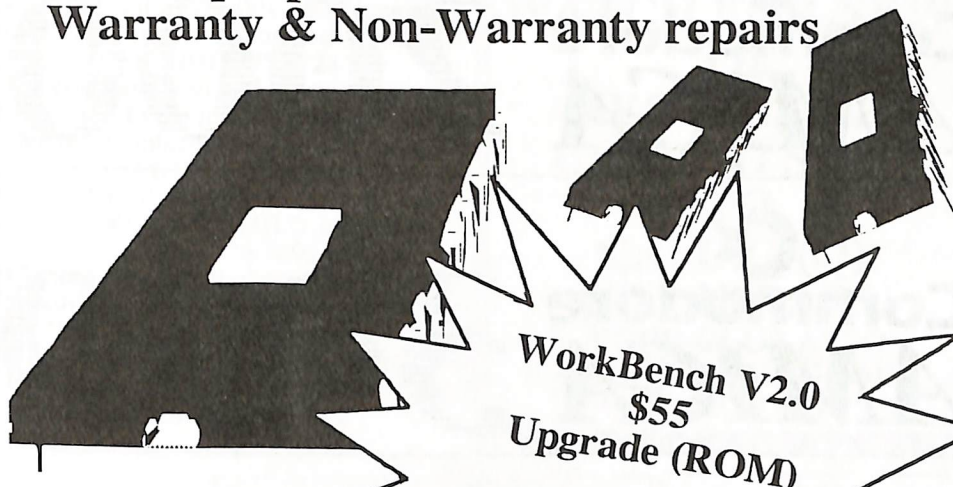
I hope that has whet the appetite of any card players who read this.

Regards, Bob Devries

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